

A Bloody Harvest (AP008)

[Return](#)

Germans

Polish

Aaron and Chris

Scott

[Chris' AAR](#)

Prologue:

This playing occurred during [Herr Victor Tournament II](#). Scott put his 4-0 record on the line against 1-3 Krebs and 2-2 Julias, in a matchup that would decide whether Shoemaker retained his HV title or Julias could wrest it from him. The action involves the Polish defense of a town north of some grain-fields and open ground. The Germans have to cross this potential killing ground and remove the Polish entirely from the area.

Setup:

The Polish opted to set up a few more than the minimum required squads near the front, with some judiciously placed trenches as fallback. A lone stack in Level 1 of the southernmost town building manned the big MG. The Germans started offboard, but planned a 3-pronged assault, with the MG-toting kill-stack destined for hedge cover just within range of the defenders in that Level 1 town building location.

Game Play:

A slow start for the defenders, as their marksmanship proved to be poor. The Germans swarmed onto the board and quickly reached their first objectives - the hedgerow to the north of a grainfield about 1/4 of the way to the town, and a treeline along the eastern edge that could shelter further progress.

With a solid position established, the Germans opened fire on the Polish near the front, with excellent results, forcing the Polish to retreat through a hail of gunfire. The Poles took many casualties early. A minor setback occurred when a Polish sniper killed a handful of men in the grainfield, but a leader in the area led a counterattack to reduce the Polish SAN to 4. The only other minor setback occurred then as well, as the Germans MFed their MMG on its first attack against the men in the town building. The approach still looked to be bloody, although the Germans had definitely hurt the Polish front-line.

The next steps proved decisive. German squads swung along the eastern edge, using grainfields and trees as cover, and took hold of some woods within spitting distance of the main Polish trench-line. These defenders now faced near-encircling fire from the southwest and east; they quickly fled, only to be mowed down or captured in the woods by the pursuing Germans. The Germans to the west overran the few Poles along that edge, and skirted the massive grainfield. By maintaining cover in the treeline, all were able to avoid taking damaging shots from the lone remaining obstacle - that killstack in the town.

A bit of luck was had when the Poles manning the MG broke under fire from eastern and western flanks. A huge FG had set up for the Germans in the grainfields 3-4 hexes south of the town, as the central group caught up to the flanking eastern units. As the MG crew routed downstairs, the lone remaining squad went berserk and charged out of the building towards the Germans. From there, it was a simple matter of eliminating the berserker and encircling the broken MG crew.

Outcome:

Perhaps this could be summed up best by each sides' first rolls - Chris snake-eyed the WIND roll, and Scott boxcarred his first attack (an 8+0 shot). Despite a few bright spots here and there, it would prove to be a tough row to hoe for the defenders. Perhaps a more rear-heavy defense would have benefitted them, but this IS hindsight, after all -- nobody could predict the general bad dice that befell the Poles.

Sniper Statistics

Chris continued to reign as the Sniper Bastard of all time. Given only a couple of opportunities, his sniper made the most of one of them by breaking up a defending squad in the compound. Aaron's sniper also disrupted the compound defense. Scott's sniper was wounded and only managed one minor hit in four tries.

Hits/Attempts: Aaron 1/2, Chris 1/2, Scott 1/4

Highlights

Player	Roll	Result
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Chris	1*1	Wind roll to start the game :)
	6*6	breaks MMG on IFT 6(+1) shot
	6*6	8-1 is wounded on NMC
Scott	6*6	Cowers and misses on IFT 8(+0) shot
	6*6	Eliminates brkn HS on NMC
Aaron	6*6	No effect on rally of 4-6-8